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LEGENDARY STEALTH ACTION IN HD!

The Metal Gear Solid HD Collection contains three of the best Metal Gear Solid games, remastered in stunning high-definition: Experience Metal Gear Solid 2: Sons of Liberty, Metal Gear Solid 3: Snake Eater and, for the first time ever on PlayStation®3, Metal Gear Solid: Peace Walker, like never before!

Play the definitive versions of the games that defined the stealth action genre!

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18 www.pegi.info · VIOLENCE · ONLINE

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2 · Blu-ray Disc

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PS3™

METAL GEAR SOLID
HD COLLECTION

PlayStation Network

BLES 01419

7054055

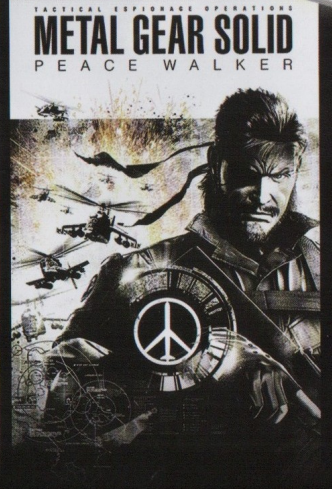
PS3™ · PlayStation®Network

CLASSICS HD

TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID

HD COLLECTION



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KOJIMA PRODUCTIONS PRESENTS

A HIDEO KOJIMA GAME

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A HIDEO KOJIMA GAME
TACTICAL ESPIONAGE ACTION
METAL GEAR SOLID
HD COLLECTION
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USK ab 16 freigegeben
MA 15+
15
BBFC Reg. No. VFD 58801
Blu-ray Disc
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PlayStation 3
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KONAMI

TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID

HD COLLECTION

KOJIMA PRODUCTIONS PRESENTS

A HIDEO KOJIMA GAME

PRECAUTIONS

• This disc contains software for the PlayStation®3 system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®3 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®3. • Read the PlayStation®3 system Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®3 system always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Discontinue playing if you experience dizziness, nausea, fatigue or have a headache. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

3D HEALTH WARNING

Some people may experience discomfort (such as eye strain, eye fatigue or nausea) while watching 3D video images or playing stereoscopic 3D games on 3D televisions. If you experience such discomfort you should immediately discontinue use of your television until the discomfort subsides.

Generally we recommend that you avoid prolonged use of your PlayStation®3 system and take 15 minute breaks during each hour of play. However, when playing stereoscopic 3D games or watching 3D video, the length and frequency of necessary breaks may vary from person to person – please take breaks that are long enough to allow any feelings of discomfort to subside. If symptoms persist, consult your doctor.

The vision of young children (especially those under six years old) is still under development. We recommend that you consult with your child's doctor or optometrist before allowing young children to watch 3D video images or play stereoscopic 3D games. Adults should supervise young children to ensure they follow the recommendations listed above.

PIRACY

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SYSTEM SOFTWARE UPDATES

For details about how to perform System Software updates for the PlayStation®3 system, visit eu.playstation.com or refer to the PS3™ system's instruction manual.

See back page of this manual for Customer Service Numbers.

PAN EUROPEAN GAMES INFORMATION (PEGI) AGE RATING SYSTEM

The PEGI age rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. For further information visit **www.pegi.info.**

Comprising three parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:

The second part of the rating may consist of one or more descriptors indicating the type of content in the game. Depending on the game, there may be a number of such descriptors. The age rating of the game reflects the intensity of this content. The descriptors are:

The third part is a label indicating the game can be played online. This label may be used only by online game providers who have committed to uphold standards which include the protection of minors in online gameplay:-

For further information visit
www.pegionline.eu

PEGI ONLINE

PARENTAL CONTROL

This product has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PlayStation®3 system to restrict the playback of a product with a Parental Control Level that is higher than the level set on the PS3™ system. For more information, please refer to the PS3™ system instruction manual.

This product is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the product package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

PARENTAL CONTROL LEVEL	9	7	5	3	2
PEGI RATING AGE GROUP	18	16	12	7	3

In rare cases, the Parental Control Level of this product may be higher than the age rating which applies in your country, because of differences in the age rating systems in the various countries in which this product is sold. You may need to reset the Parental Control Level on your PS3™ system to enable play.

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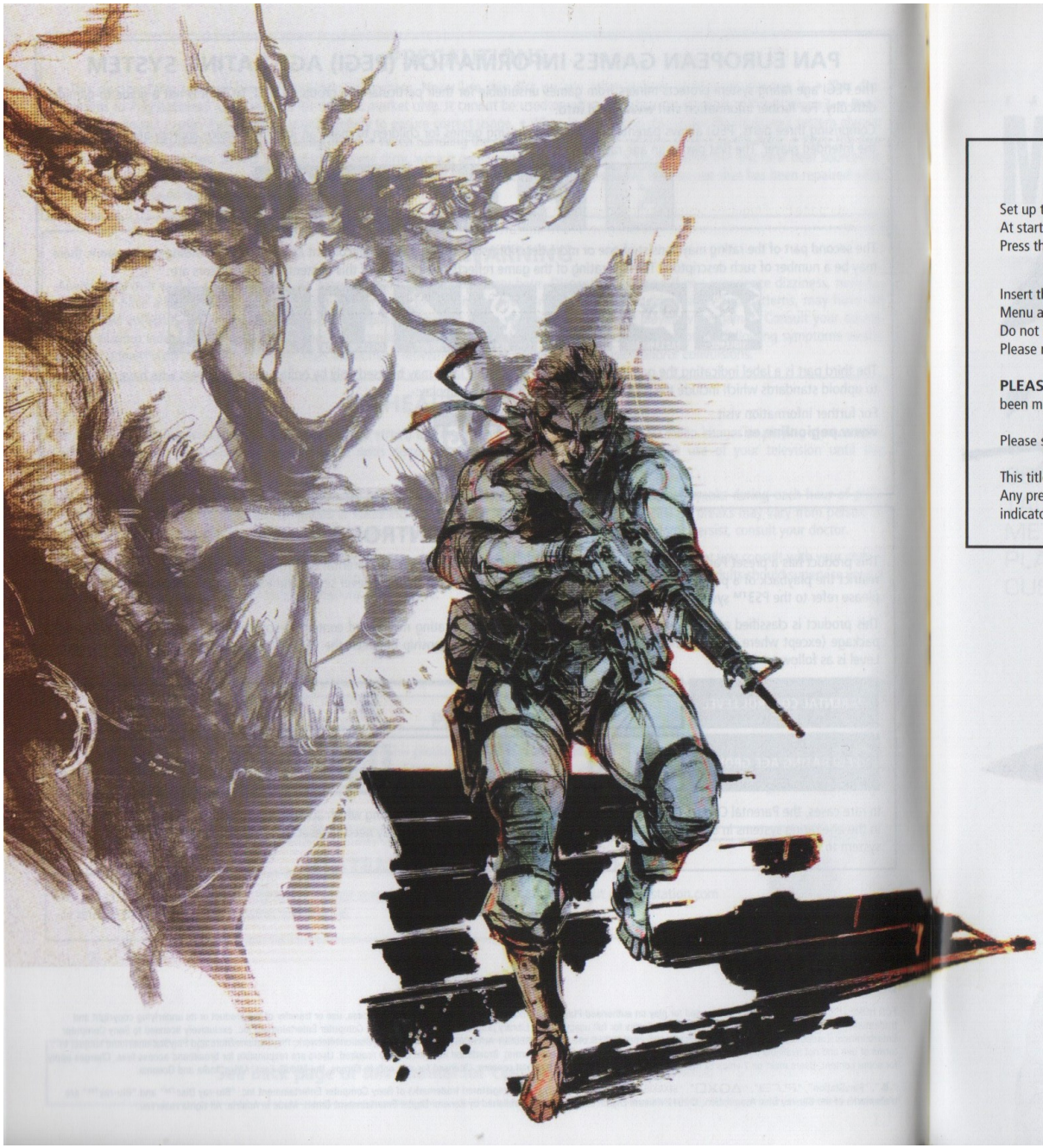

◤Extended versions of the manuals for all three games (over 200 pages combined) are available via the main menu of the **Metal Gear Solid HD Collection** and can also be downloaded at games.konami-europe.com/support.

SETTING UP

Set up the PlayStation®3 system according to the instructions in its instruction manual.
At start-up, the power indicator light will glow red to indicate that the PlayStation®3 system is in Standby Mode.
Press the power button and the power indicator light will turn green.

Insert the Metal Gear Solid HD Collection disc into the disc slot with the label side facing upwards. Select the 🎮 icon from the XMB™ Menu and press the ⊗ button to continue. Make sure there is enough free space on the Hard Disk Drive (HDD) before commencing play.
Do not insert or remove peripherals once the power is turned on.
Please refer to the PlayStation®3 system's instruction manual for further details about setting up and recharging a Wireless Controller.

PLEASE NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product.

Please select your preferred language from the system settings menu before commencing play.

This title uses autoload and autosave features. Data will be saved automatically at certain points throughout the game.
Any previously saved data will be automatically loaded on boot up. Please do not reset or switch off the system whilst the HDD access indicator is flashing.

A HIDEO KOJIMA GAME

TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID 2

SONS OF LIBERTY

HD EDITION

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CONTROLS

L2 BUTTON: EQUIPMENT WINDOW BUTTON
Normal View: Select/put on/remove equipment
Corner View / First Person View: Peek

L1 BUTTON: AIM BUTTON
Locks on to enemy soldiers (when aiming with a weapon). Some weapons do not have a lock-on capability.

DIRECTIONAL BUTTONS
Normal View: Move
First Person View: Look around

LEFT STICK
Normal View: Move
First Person View: Look around

SELECT BUTTON
Switch between Codec Mode and Normal Mode

This game is made specifically for DUALSHOCK®3 wireless controllers and is vibration compatible.

R2 BUTTON: WEAPONS WINDOW BUTTON
Normal View: Select/equip/unequip weapon
Corner View / First Person View: Peek

R1 BUTTON: FIRST PERSON VIEW BUTTON
Normal View: Switch camera to First Person View
Cut Scene: Camera zoom

△○✕□ BUTTONS

□ BUTTON: WEAPON BUTTON
Use weapon, throw/choke (when no weapon is equipped).

✕ BUTTON: CROUCH BUTTON / CONFIRM BUTTON
Switch between crouching/crawling and standing up.

△ BUTTON:
Turn handles, climb onto platforms, hang on the outside of railings, etc.

○ BUTTON: PUNCH BUTTON / CANCEL BUTTON
Punch, knock on wall (when flattened against one).

START BUTTON
Tanker Chapter: Pause
Plant Chapter: Pause, Display map screen

RIGHT STICK
Corner View: Adjust camera angle

STEALTH GAME

INFILTRATE AND AVOID DETECTION

STEAL

- **vt.{stole, stolen}** to perform an action in a silent, secretive manner.
- **vi.** to proceed secretively, to sneak, to move silently.
- **n.{stealth}** the act of moving silently and secretly.

Metal Gear Solid®2: Sons of Liberty is a tactical espionage action game.

The player must single-handedly infiltrate a facility under enemy control and carry out a covert operation.

If an enemy soldier spots the player, the soldier will call his comrades and attack. Since the player doesn't stand much of a chance when vastly outnumbered in battle, unnecessary conflict should be avoided whenever possible.

METAL GEAR SOLID 2: SONS OF LIBERTY TACTICAL ESPIONAGE ACTION
METAL GEAR SOLID HD COLLECTION

The Outer Heaven Uprising

FROM "METAL GEAR" (RELEASED 1987)

FOXHOUND agent Solid Snake infiltrates Outer Heaven, a fortress-nation deep in the heart of South Africa, and destroys their prototype weapon Metal Gear, a walking tank with nuclear capability. In the process, he discovers that the leader of Outer Heaven is none other than Big Boss, the supreme commander of FOXHOUND, and puts an end to his former comrade's twisted schemes.

The Zanzibar Land Disturbance

FROM "METAL GEAR 2: SOLID SNAKE" (RELEASED 1990)

After surviving the Outer Heaven incident, Big Boss escapes to Zanzibar Land and sets up an independent military regime with the hope of creating a world of strife, the only kind of world a born soldier can truly enjoy. At the request of FOXHOUND, Solid Snake infiltrates Zanzibar Land and again destroys Metal Gear, which had been transferred to Zanzibar Land following the collapse of Outer Heaven. He triumphs once again in a final, decisive battle with Big Boss and ensures the downfall of Zanzibar Land.

The Shadow Moses Island Incident

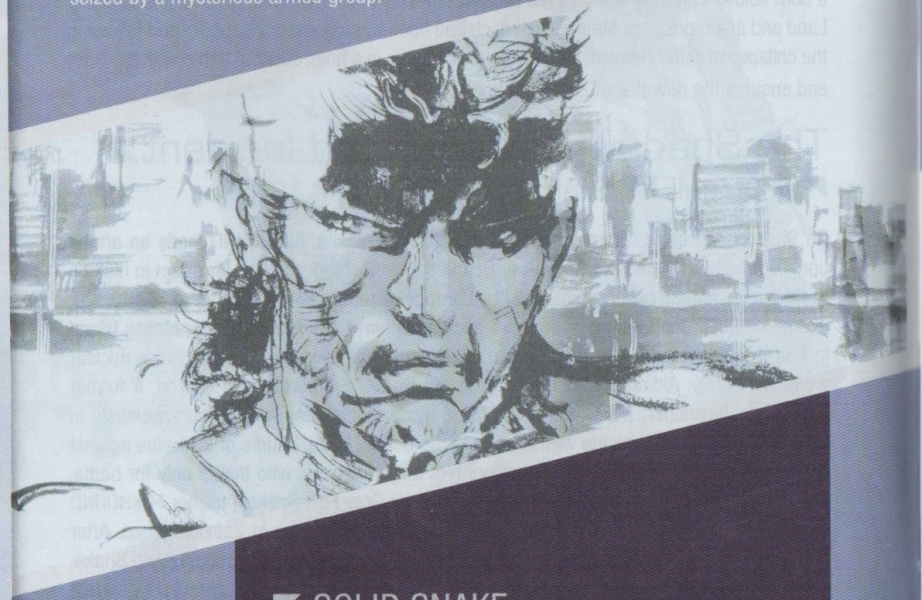
FROM "METAL GEAR SOLID" (RELEASED 1998)

On Shadow Moses, a remote island off the coast of Alaska, FOXHOUND leads an armed uprising and seizes the new Metal Gear REX in the single biggest act of terrorism in history. At the request of the government, Col. Roy Campbell, the former commander of FOXHOUND, summons Solid Snake out of retirement and sends him to infiltrate Shadow Moses Island in one last solo covert operation. Snake must penetrate deep into the heart of a nuclear weapons facility. Aiding him in his mission are Dr. Hal Emmerich, aka Otacon, a former Metal Gear developer; Meryl, Col. Campbell's niece; and a team of the top specialists in each field, who communicate with Snake via the Codec. In the middle of his battle against the members of FOXHOUND, Snake encounters a cyborg ninja, who thirsts only for battle. This mysterious figure's true identity turns out to be Gray Fox, Snake's former FOXHOUND comrade who defected to the enemy and fought against Snake in Zanzibar Land. After destroying Metal Gear REX, Snake confronts the head of the terrorist group, Liquid Snake. Each of the Snakes, Liquid and Solid, carries the genes of the 20th century's greatest soldier, Big Boss. With the support of the cyborg ninja, Solid Snake fights a decisive battle with Liquid. After a long and protracted struggle, Snake finally defeats Liquid and leaves the legacy of Shadow Moses behind him.

"Metal Gear Solid®2" is composed of two chapters: the "Tanker Chapter" and the "Plant Chapter."

TANKER CHAPTER

Following the incident on Shadow Moses Island, Metal Gear's top-secret technology was leaked onto the black market through the machinations of Revolver Ocelot. As a result, countless variations of Metal Gear have sprung up in every corner of the globe, making the weapon an increasingly common sight in the armed forces of nuclear powers. In the midst of all this, Solid Snake, now a member of the anti-Metal Gear group "Philanthropy" has learned that a new prototype Metal Gear has been developed by the U.S. Marines and is being transported in secret to an unknown destination. To find out more about this prototype, Snake must infiltrate the transport as it makes its way down the Hudson River disguised as a tanker. However, just as Snake is about to begin his mission, the tanker is seized by a mysterious armed group.

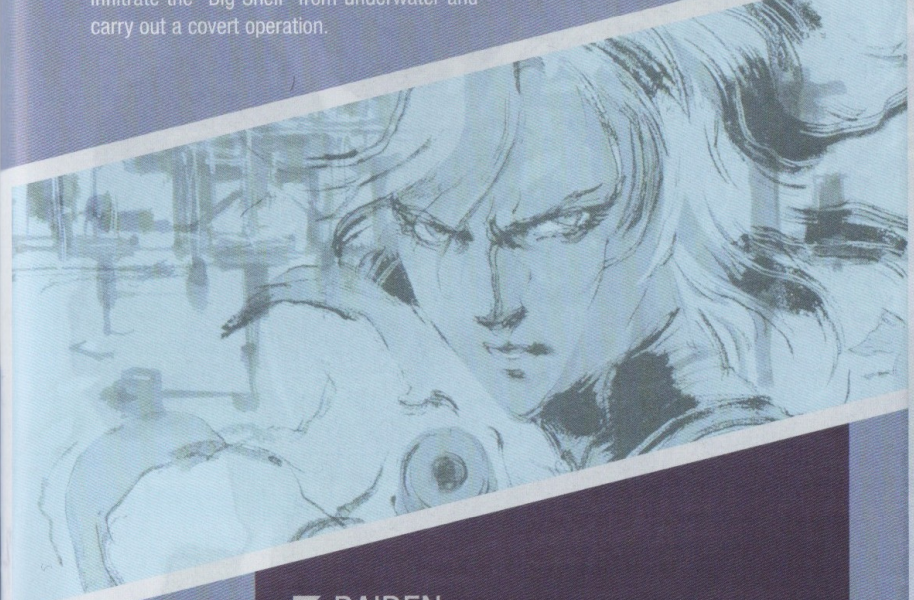


SOLID SNAKE

The legendary hero who has thrice saved the world from the menace of Metal Gear. Solid Snake is an infiltration expert who always completes his mission no matter how difficult the odds. Originally a member of FOXHOUND, now a member of the NGO "Philanthropy," an anti-Metal Gear group.

PLANT CHAPTER

The "Big Shell" is a huge offshore cleanup facility constructed off New York's coast that serves as a symbol of environmental preservation and is now occupied by a terrorist group calling themselves the "Sons of Liberty." The President, who was on a tour to inspect the facility at the time, has been taken hostage, and the Sons of Liberty have demanded a large sum of money from the government in return for his release. If this demand is not met, they have threatened to detonate a series of bombs placed around the Big Shell, releasing huge amounts of chemical toxins into the sea and unleashing a massive environmental disaster. Faced with an unprecedented state of crisis, the government has called on the newly reformed FOXHOUND to handle the situation. FOXHOUND's chosen agent, Raiden, must single-handedly infiltrate the "Big Shell" from underwater and carry out a covert operation.



RAIDEN

A member of the special forces unit FOXHOUND, Raiden has no experience in real-life combat situations, but his skills as a soldier have been honed to the highest levels through VR simulation training. The infiltration of the Big Shell is his first actual mission.

A HIDEO KOJIMA GAME

TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID 3

SNAKE EATER

HD EDITION

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CONTROLS

L2 BUTTON: EQUIPMENT WINDOW BUTTON
Normal View: Select/put on/remove equipment
Corner View / First Person View: Peek

L1 BUTTON: AIM BUTTON
With a weapon: Aim in a fixed direction
First Person View: Bring up gun to center screen (while holding the ■ button).
(Shoulder aim / peer through scope)

DIRECTIONAL BUTTONS
Normal View: Move in Stalking mode
First Person View: Look around

LEFT STICK
Normal View: Move
First Person View: Look around

L3 BUTTON (PRESS DOWN LEFT STICK)
When grabbing enemy: Interrogate enemy

SELECT BUTTON
Switch to Radio Mode

This game is made specifically for DUALSHOCK®3 wireless controllers and is vibration compatible.

PRESS L2 R2 SIMULTANEOUSLY
First Person View: Stand on tiptoes / Hanging From Ledge: Pull-ups

R2 BUTTON: WEAPONS WINDOW BUTTON
Normal View: Select/equip/unequip weapon
Corner View / First Person View: Peek

R1 BUTTON: FIRST PERSON VIEW BUTTON
Camera switches to First Person View

△○✕□ BUTTONS

□ BUTTON: WEAPON BUTTON
Use equipped weapon.
When equipped with knife: Swing knife.

✕ BUTTON: CROUCH BUTTON / CONFIRM BUTTON
Switch between "standing," "crouching," and "crawling."

△ BUTTON: ACTION BUTTON
Climb trees, open/close lockers, use ladders, climb onto platforms, hang from ledges, etc.

○ BUTTON: PUNCH BUTTON / CANCEL BUTTON
Punch, knock on wall (when flattened against one).

START BUTTON
Switch to Survival Viewer

RIGHT STICK
Adjust camera angle

R3 BUTTON (PRESS DOWN RIGHT STICK)
Normal: Locks down camera angle. Press again to unlock.
3rd Person View: Switch between Third Person View and normal overhead camera.

STEALTH GAME

SNEAK IN WITHOUT BEING SEEN BY THE ENEMY

Metal Gear Solid 3 is a 3D action-adventure game that lets you experience the thrill of sneaking past the enemy without being seen. You play the role of Snake, who must infiltrate enemy territory and carry out a top-secret mission. If the enemy sees you, they'll call for reinforcements, and things are bound to get rough. You'll want to avoid battle whenever possible.

Knowing how to survive in hostile territory will be crucial. In this mission, your top priority will be staying alive in a combat zone. Raid provisions warehouses to get supplies for maintaining stamina and treat wounds to keep Snake in fighting condition.

This game is a work of fiction. Any resemblance to actual persons or groups, living or dead, is purely coincidental.

PLAYER CHARACTER

SNAKE

A disciple of the legendary hero The Boss, he joined FOX after serving in the CIA and spending several years as a Green Beret. His code name for this mission is Naked Snake. Snake specializes in covert operations and is a seasoned combat veteran, proficient in all types of military equipment and weaponry. He is also a master of CQC (Close Quarters Combat), a close-range fighting technique he developed along with The Boss.

METAL GEAR SOLID HD COLLECTION
INTRODUCTION
METAL GEAR SOLID 3: SNAKE EATER

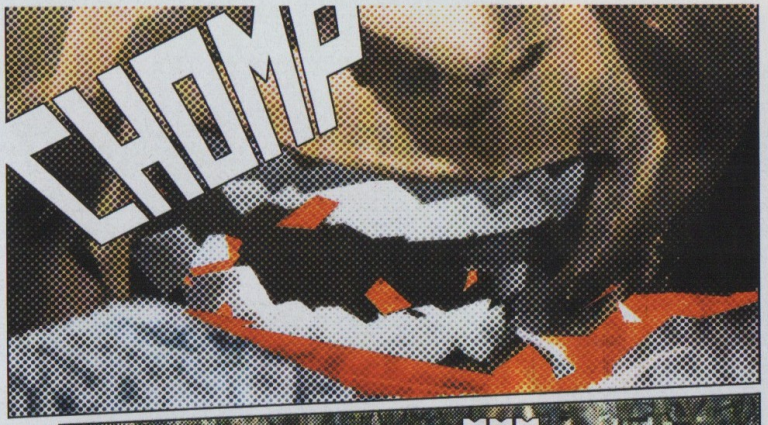
The Story of MGS3

AFTER THE END OF WORLD WAR II, THE WORLD WAS SPLIT INTO TWO — EAST AND WEST. THIS MARKED THE BEGINNING OF THE ERA CALLED THE COLD WAR.

October 16, 1962. The President of the United States received word that the Soviet Union had deployed nuclear missiles in Cuba. The world trembled in fear as the prospect of nuclear war loomed ever closer. After days of tense negotiations, the Soviets finally agreed on the 28th to withdraw their missiles from Cuban soil. With the resolution of this incident, later to be known as the Cuban Missile Crisis, it seemed that humanity had survived yet another threat to its existence. However, there was a secret condition in the deal that put an end to the crisis. Nikolai Stepanovich Sokolov, a Soviet scientist who had defected to the West, was to be sent back to the Soviet Union. The U.S. government agreed to this stipulation, and returned Sokolov to his native land. Little did they know that Sokolov was to be the designer of a nightmarish weapon. Now, with Sokolov back in their hands, the Soviets are ready to resume its development. If this weapon is completed, it will mark the beginning of a new age of fear.

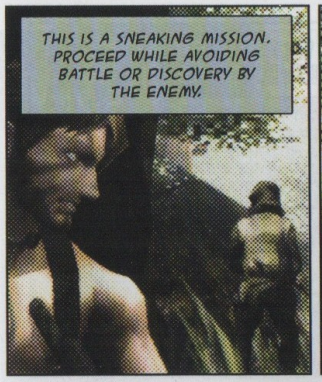
August 1964. Realizing at last the urgency of the situation, the CIA forms a plan to recapture Sokolov. They dispatch the covert FOX unit to Sokolov's research facility, located to the south of the great Soviet fortress of Groznyj Grad. Led by former SAS member Major Zero, FOX is a next-generation special-forces unit that operates both as a specialized combat group and as a covert intelligence outfit. The FOX unit's modus operandi is to send a single agent, backed by radio support from afar, into enemy territory to carry out solo sneaking missions.

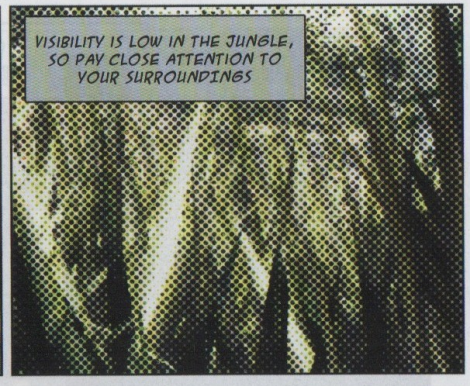
August 24. A lone soldier swoops down from out of the blue. The man's code name is Naked Snake.


CHOMP

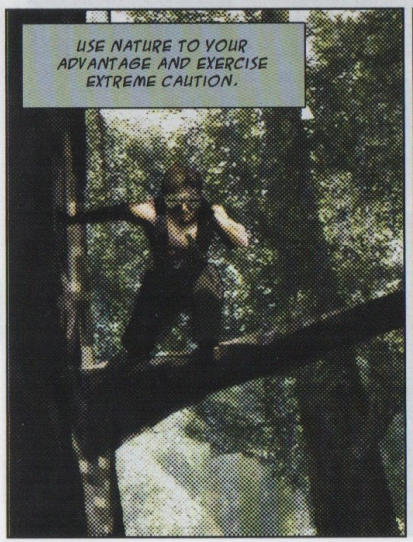
SHH-SHH
MMM
MMM
MMM
MMM
SHH-SHH

R
GAAAAAR
SNAKE, DO YOU COPY ?
IT SEEMS THE INFILTRATION WAS A SUCCESS.
I'VE SPOTTED AN ENEMY SOLDIER.


THIS IS A SNEAKING MISSION. PROCEED WHILE AVOIDING BATTLE OR DISCOVERY BY THE ENEMY.

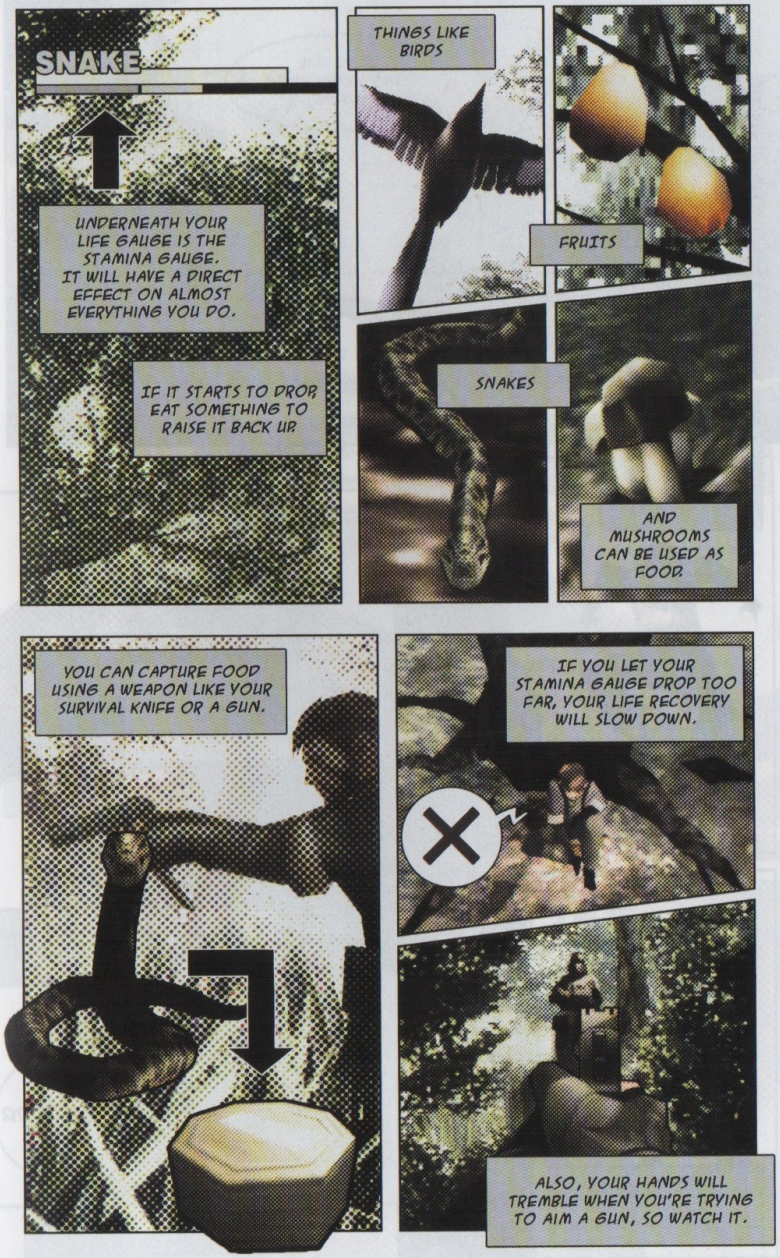

VISIBILITY IS LOW IN THE JUNGLE, SO PAY CLOSE ATTENTION TO YOUR SURROUNDINGS

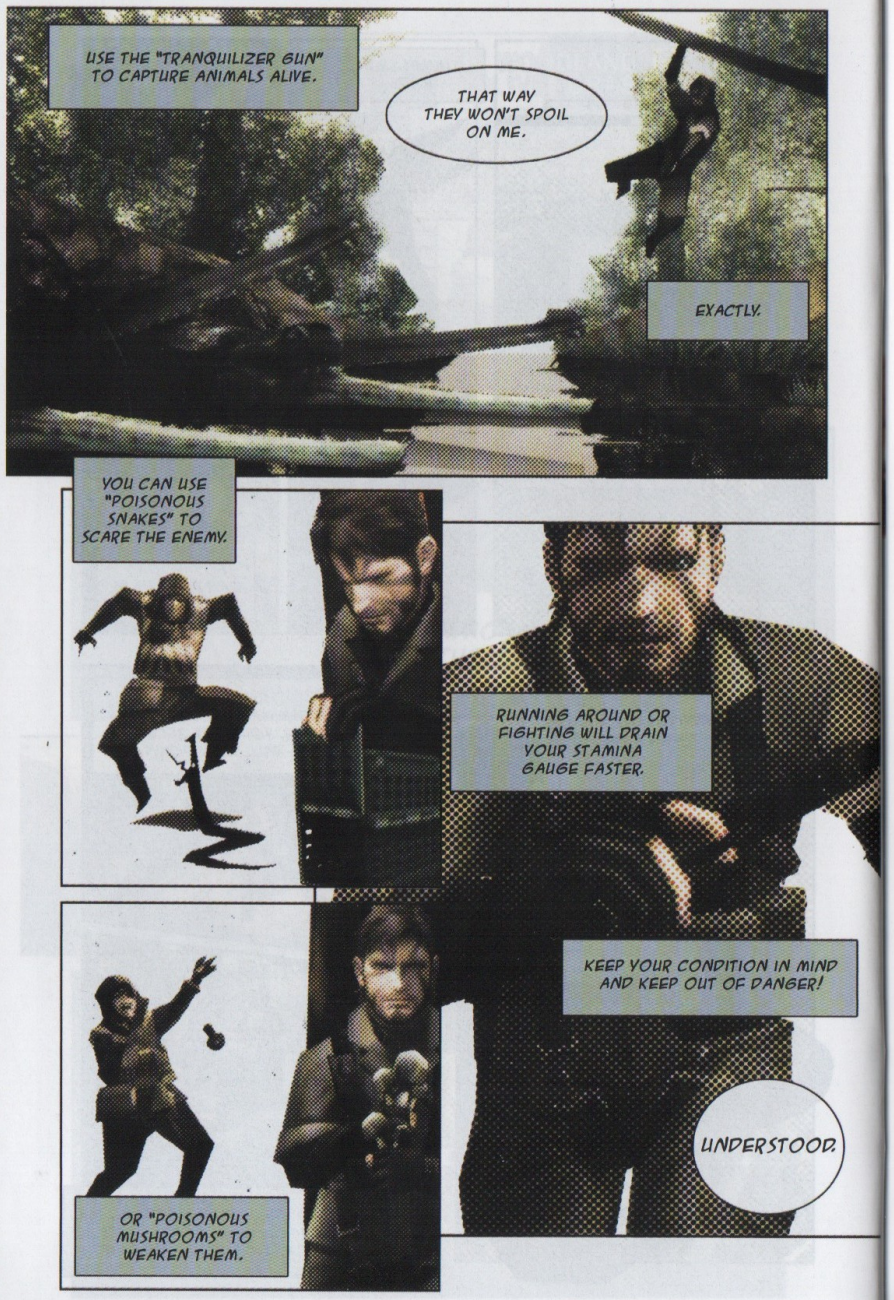
SNAP
THE ENEMY WILL SOMETIMES BE WHERE YOU LEAST SUSPECT HIM.

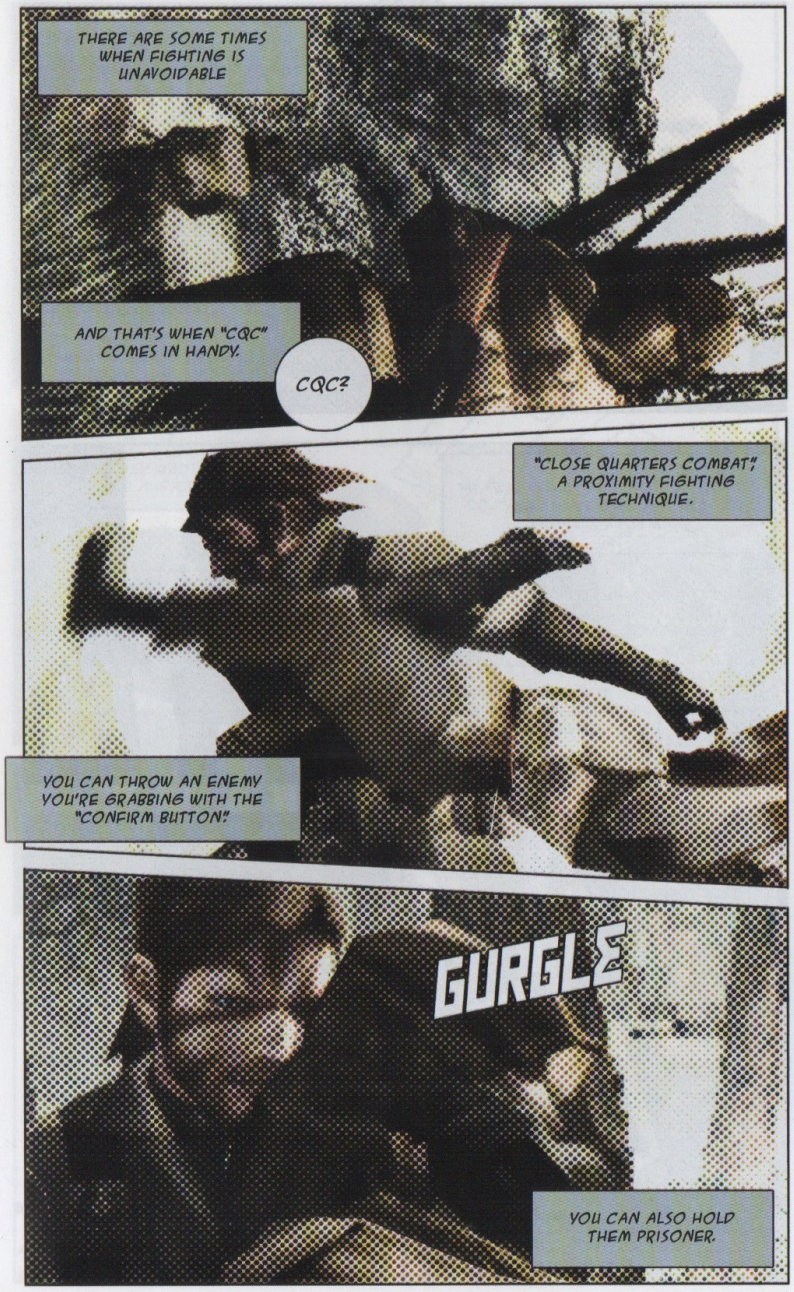

USE NATURE TO YOUR ADVANTAGE AND EXERCISE EXTREME CAUTION.

SWISH
SNAKE, YOU'RE NOT WEARING A SHIRT, ARE YOU ?

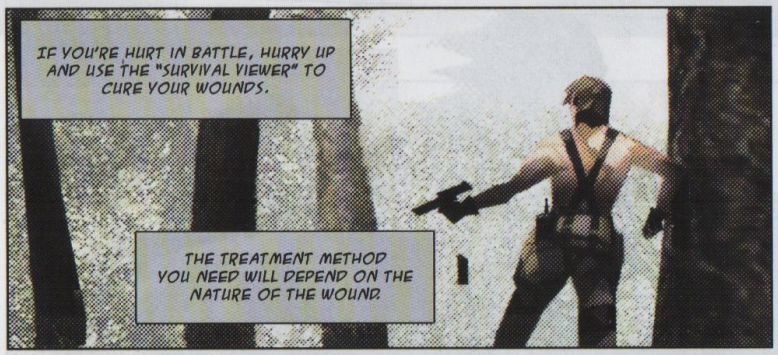
OPEN THE SURVIVAL VIEWER WITH THE START BUTTON.
WOODLAND OLIVE DRAB
52%
YOU CAN TELL HOW WELL YOU BLEND IN BY LOOKING AT THE CAMO INDEX IN THE UPPER RIGHT OF THE SCREEN.
WOODLAND TIGER STRIPE
BACKPACK
FOOD
USE CAMOUFLAGE TO BLEND IN WITH YOUR SURROUNDINGS.
IT'LL CHANGE DEPENDING ON YOUR POSITION AS WELL. IF YOU MOVE, IT'LL DROP CONSIDERABLY, SO EXERCISE CAUTION.
WHO'S THERE?
IF THE ENEMY SPOTS YOU, USE YOUR NATURAL SURROUNDINGS TO AID IN YOUR ESCAPE.
GROWWWL

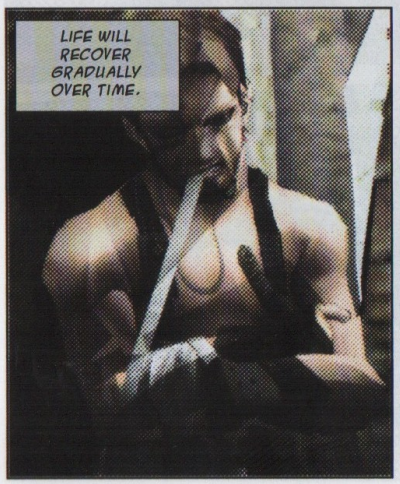

SNAKE
UNDERNEATH YOUR LIFE GAUGE IS THE STAMINA GAUGE. IT WILL HAVE A DIRECT EFFECT ON ALMOST EVERYTHING YOU DO.
IF IT STARTS TO DROP, EAT SOMETHING TO RAISE IT BACK UP.
THINGS LIKE BIRDS
FRUITS
SNAKES
AND MUSHROOMS CAN BE USED AS FOOD.
YOU CAN CAPTURE FOOD USING A WEAPON LIKE YOUR SURVIVAL KNIFE OR A GUN.
IF YOU LET YOUR STAMINA GAUGE DROP TOO FAR, YOUR LIFE RECOVERY WILL SLOW DOWN.
ALSO, YOUR HANDS WILL TREMBLE WHEN YOU'RE TRYING TO AIM A GUN, SO WATCH IT.


USE THE "TRANQUILIZER GUN" TO CAPTURE ANIMALS ALIVE.
THAT WAY THEY WON'T SPOIL ON ME.
EXACTLY.
YOU CAN USE "POISONOUS SNAKES" TO SCARE THE ENEMY.
RUNNING AROUND OR FIGHTING WILL DRAIN YOUR STAMINA GAUGE FASTER.
KEEP YOUR CONDITION IN MIND AND KEEP OUT OF DANGER!
UNDERSTOOD.
OR "POISONOUS MUSHROOMS" TO WEAKEN THEM.


THERE ARE SOME TIMES WHEN FIGHTING IS UNAVOIDABLE
AND THAT'S WHEN "CQC" COMES IN HANDY.
CQC?
"CLOSE QUARTERS COMBAT", A PROXIMITY FIGHTING TECHNIQUE.
YOU CAN THROW AN ENEMY YOU'RE GRABBING WITH THE "CONFIRM BUTTON".
GURGLE
YOU CAN ALSO HOLD THEM PRISONER.

YOU CAN GRAB AN ENEMY AND USE HIM AS A HUMAN SHIELD.
AUUUU
OR SCARE THE HELL OUT OF HIM.


IF YOU'RE HURT IN BATTLE, HURRY UP AND USE THE "SURVIVAL VIEWER" TO CURE YOUR WOUNDS.
THE TREATMENT METHOD YOU NEED WILL DEPEND ON THE NATURE OF THE WOUND.

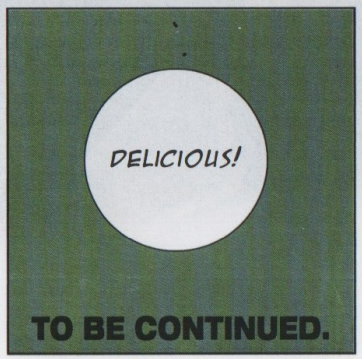

LIFE WILL RECOVER GRADUALLY OVER TIME.

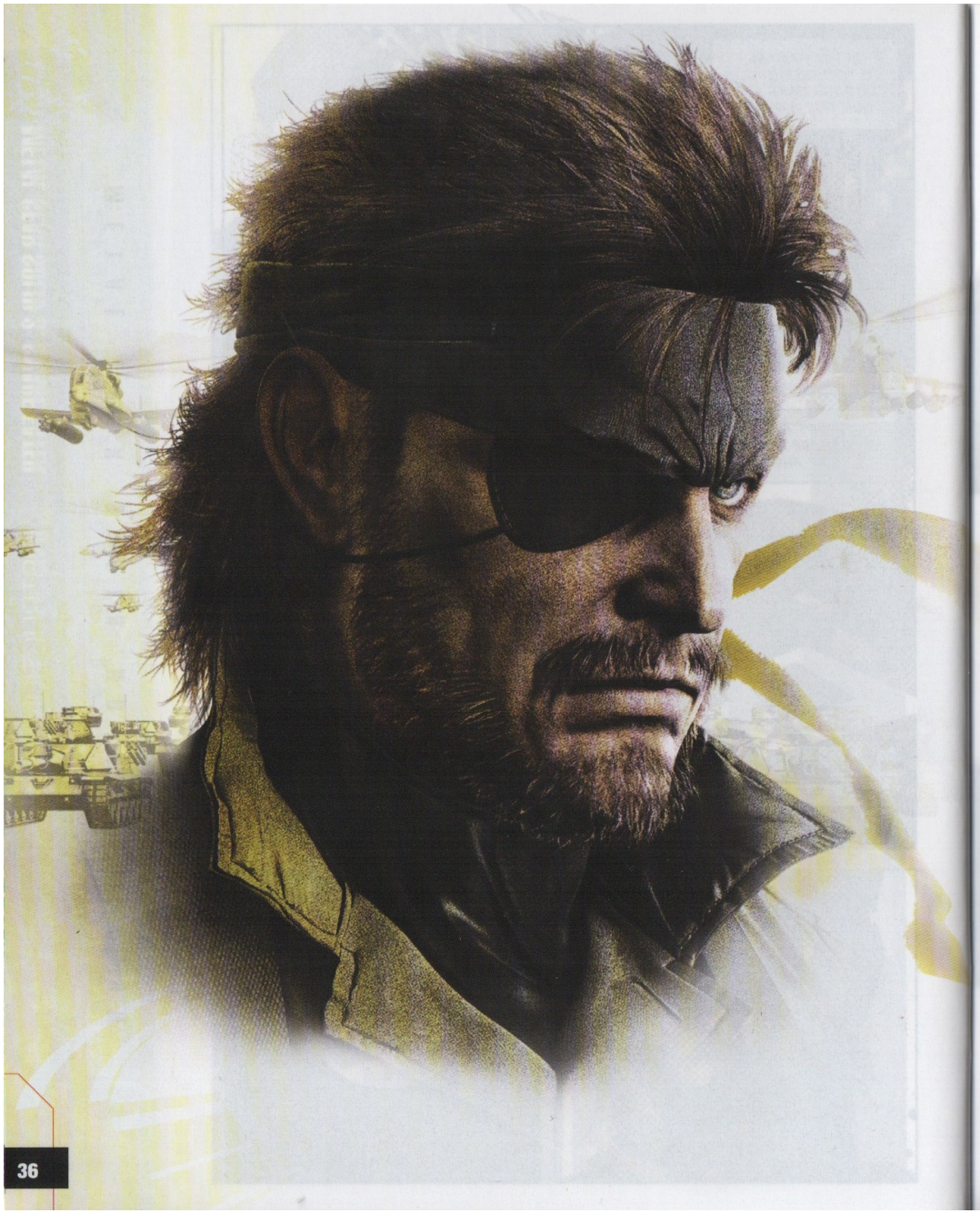
BUT IF YOU DON'T TREAT YOUR WOUNDS, IT WILL NEVER MAX OUT.

IF THE DAMAGE IS TOO EXTENSIVE, SAVE THE GAME AND QUIT FOR A WHILE.

THERE'S A LOT OF DANGER WAITING UP AHEAD.
CHOMP
MMM MMM MMM MMM
KEEP FOCUSED AND COMPLETE THE MISSION!
CHOMP

AAH!


DELICIOUS!
TO BE CONTINUED.



A HIDEO KOJIMA GAME

TACTICAL ESPIONAGE OPERATIONS

METAL GEAR SOLID

PEACE WALKER

HD EDITION

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CONTROLS

SHOOTER TYPE

L2 : Select Item
Use left-right or ■● to swap out equipment.

L1 : Aim
Hold down to aim with weapon.

Left Stick : Move
Run/ Walk Stealthily

SELECT :
Depends on CONTROL CONFIGURATION.

R2 : Select Weapon
Use left-right or ■● to swap out weapons.

START : Display Menu

R1 : Attack
Tap for Melee/Hold for CQC
*can only be used with CQC-compatible weapons.

Directional Buttons, △○✕□
↑/△ : Action Buttons
Perform context sensitive actions
↓/✕ : Crouch Buttons
Hold down to get on the ground
*Cannot move while on the ground.
*Perform while running to execute a roll.
■ : Toggle between Auto / Aim

This game is made specifically for DUALSHOCK®3 wireless controllers and is vibration compatible.

Right Stick : Camera
Adjust camera angle.

SHOOTER TYPE (WHILE AIMING)

L1 : Aim
Hold down to aim with weapon.

Left Stick : Move
Run/ Walk Stealthily

SELECT :
Depends on CONTROL CONFIGURATION.

R1 : Attack
Attack with weapon.

START : Display Menu

Directional Buttons, △○✕□
↑/○ : Reload Buttons
Swap magazines.
←/→ : Switch over the shoulder view left / right
→/← : Magnification Buttons (While aiming)
*When weapon has a scope.
↓/✕ : Crouch Buttons
■ : Toggle between Auto / Aim

Right Stick : Aim Crosshairs
*Tap R3 to adjust over the shoulder view.

CONTROLS

ACTION TYPE

L2 : Select Item
Use left-right or ◻◯ to swap out equipment.

L1 : Reset Camera

Directional Buttons : Camera
Adjust camera angle.

Left Stick : Move
Run/ Walk Stealthily

SELECT :
Depends on CONTROL CONFIGURATION.

R2 : Select Weapon
Use left-right or ◻◯ to swap out weapons.

START : Display Menu

R1 : Aim
Hold down to aim with weapon.

△○✕◻ Buttons

△ : Action Button
Perform context sensitive actions

✕ : Crouch Buttons
Hold down to get on the ground
*Cannot move while on the ground.
*Perform while running to execute a roll.

◻ : Tap for Melee/Hold for CQC
*Can only be used with CQC-compatible weapons.

This game is made specifically for DUALSHOCK®3 wireless controllers and is vibration compatible.

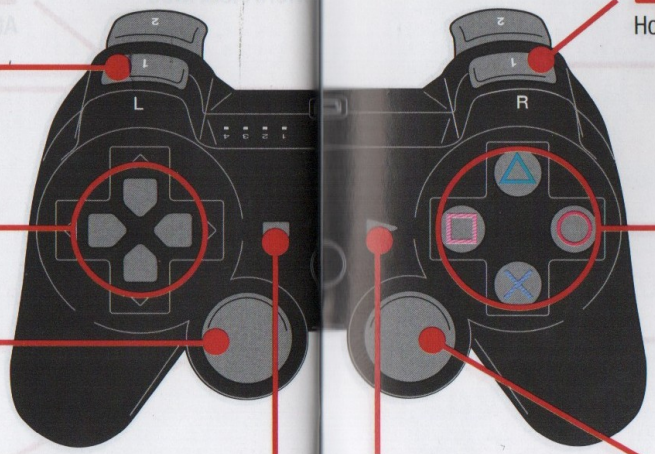
Right Stick : Camera
Adjust camera angle.

ACTION TYPE (WHILE AIMING)

L1 : Resest Camera

Directional Buttons : Camera
Adjust camera angle.

Left Stick : Move
Run/ Walk Stealthily



SELECT :
Depends on CONTROL CONFIGURATION.

START : Display Menu

R1 : Aim
Hold down to aim with weapon.

△○✕◻ Buttons

○ : Reload Buttons
Swap magazines.

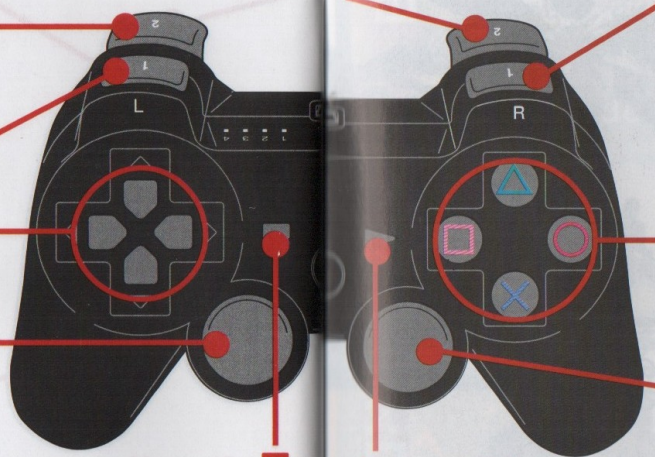
✕ : Crouch Button

◻ : Attack
Attack with weapon.

Right Stick : Aim Crosshairs
*Tap R3 to adjust over the shoulder view.

CONTROLS

HUNTER TYPE



L2 : Select Item
Use left-right or ■● to swap out equipment.

L1 : Reset Camera

Directional Buttons : Camera
Adjust camera angle.

Left Stick : Move
Run/ Walk Stealthily

SELECT :
Depends on CONTROL CONFIGURATION.

R2 : Select Weapon
Use left-right or ■● to swap out weapons.

R1 + →/← : Magnification Button
*When using binoculars.

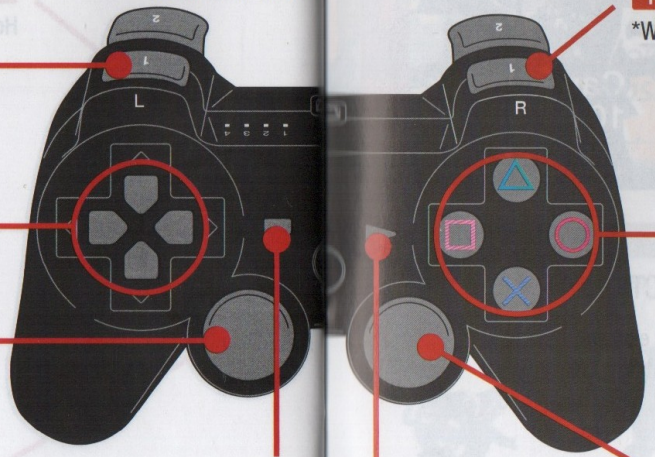
△○✕□ Buttons
△ : Switching to aiming mode
○ : Action Button
Perform context sensitive actions / reload (when no action is available)
✕ : Crouch Button
Hold down to get on the ground
*Cannot move while on the ground.
*Perform while running to execute a roll.
□ : CQC/Melee (when available)

This game is made specifically for DUALSHOCK®3 wireless controllers and is vibration compatible.

START : Display Menu

Right Stick : Camera
Adjust camera angle.

HUNTER TYPE (WHILE AIMING)



L1 : Resest Camera

Directional Buttons : Camera
Adjust camera angle.

Left Stick : Move
Run/ Walk Stealthily

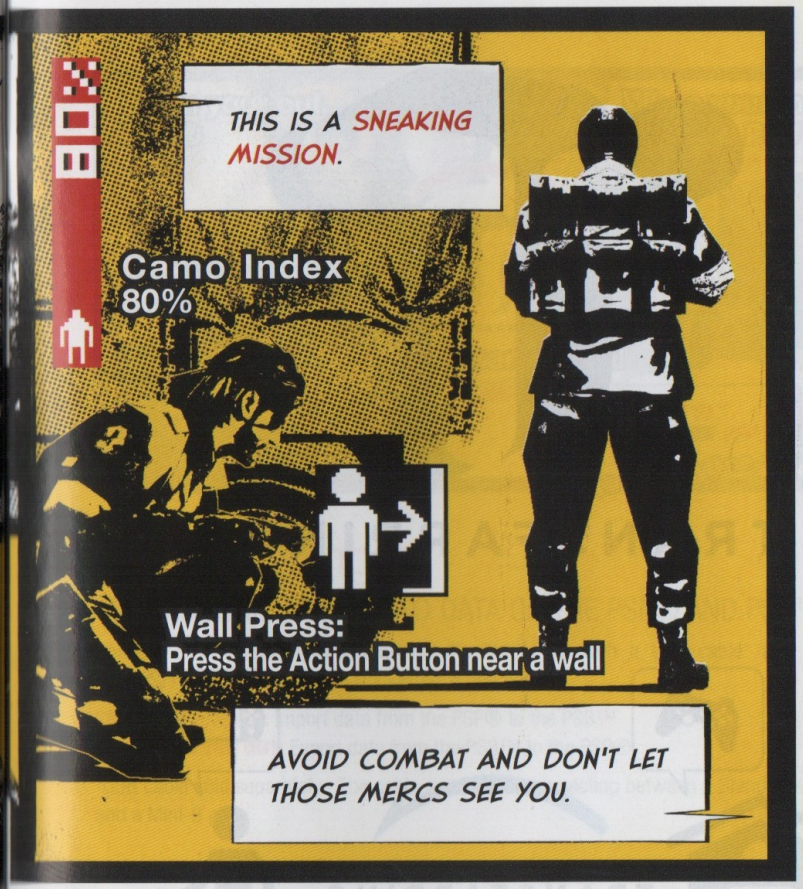
SELECT :
Depends on CONTROL CONFIGURATION.

R1 + →/← : Magnification Button
*When weapon has a scope.

△○✕□ Buttons
△ : Shoot
○ : Reload Buttons
Swap magazines.
✕ : Crouch Button
□ : Disengage aiming mode

START : Display Menu

Right Stick : Aim Crosshairs
*Tap R3 to adjust over the shoulder view.

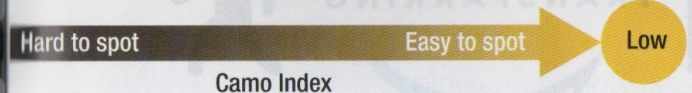

THIS IS A SNEAKING MISSION.
Camo Index
80%
Wall Press:
Press the Action Button near a wall
AVOID COMBAT AND DON'T LET THOSE MERCS SEE YOU.

SNEAKING

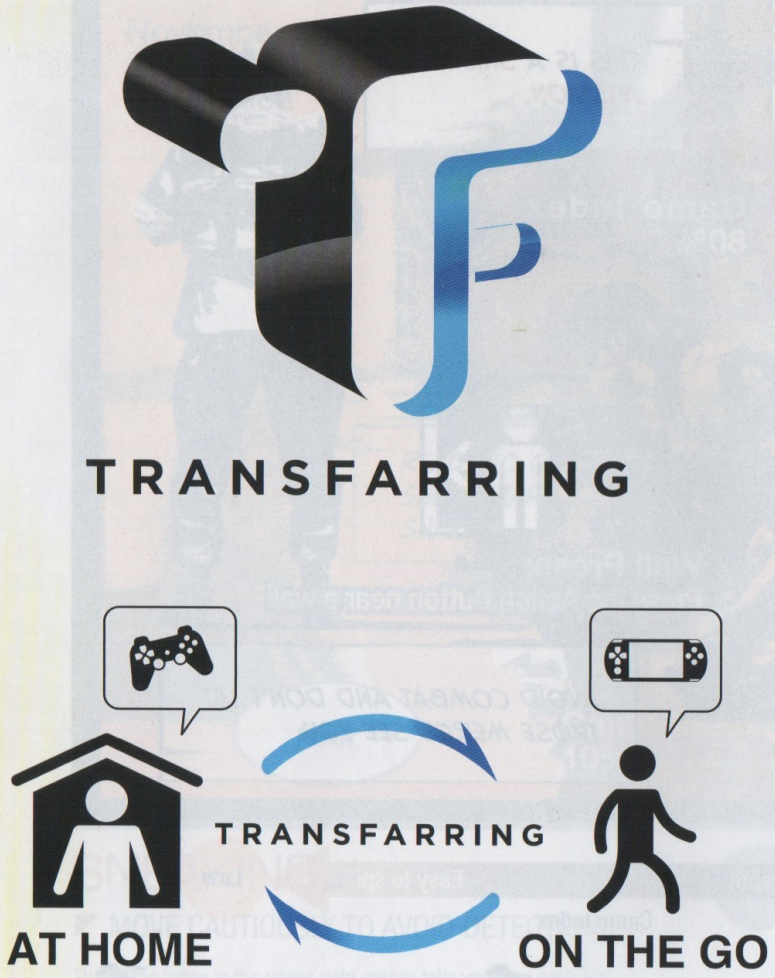
MOVE CAUTIOUSLY TO AVOID DETECTION!

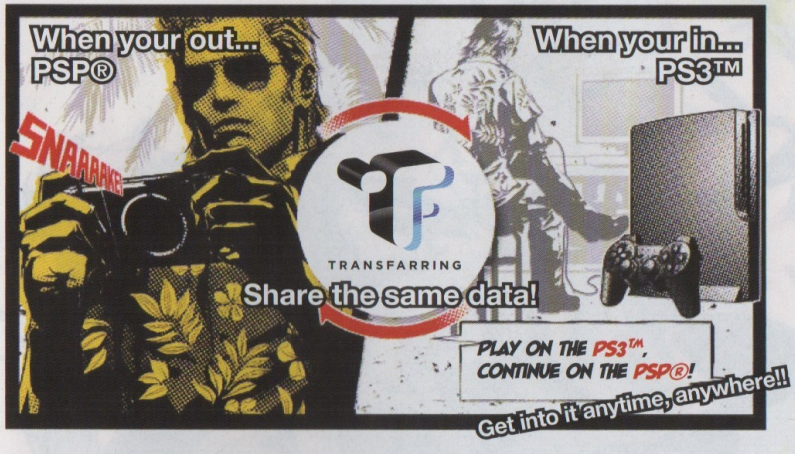
The Camo Index in the upper right corner tells you how easy you are to spot. Move the Left Stick just a little to walk slowly.

Lying Still



Crouching Walk | Standing Walk | Crouching Run | Run





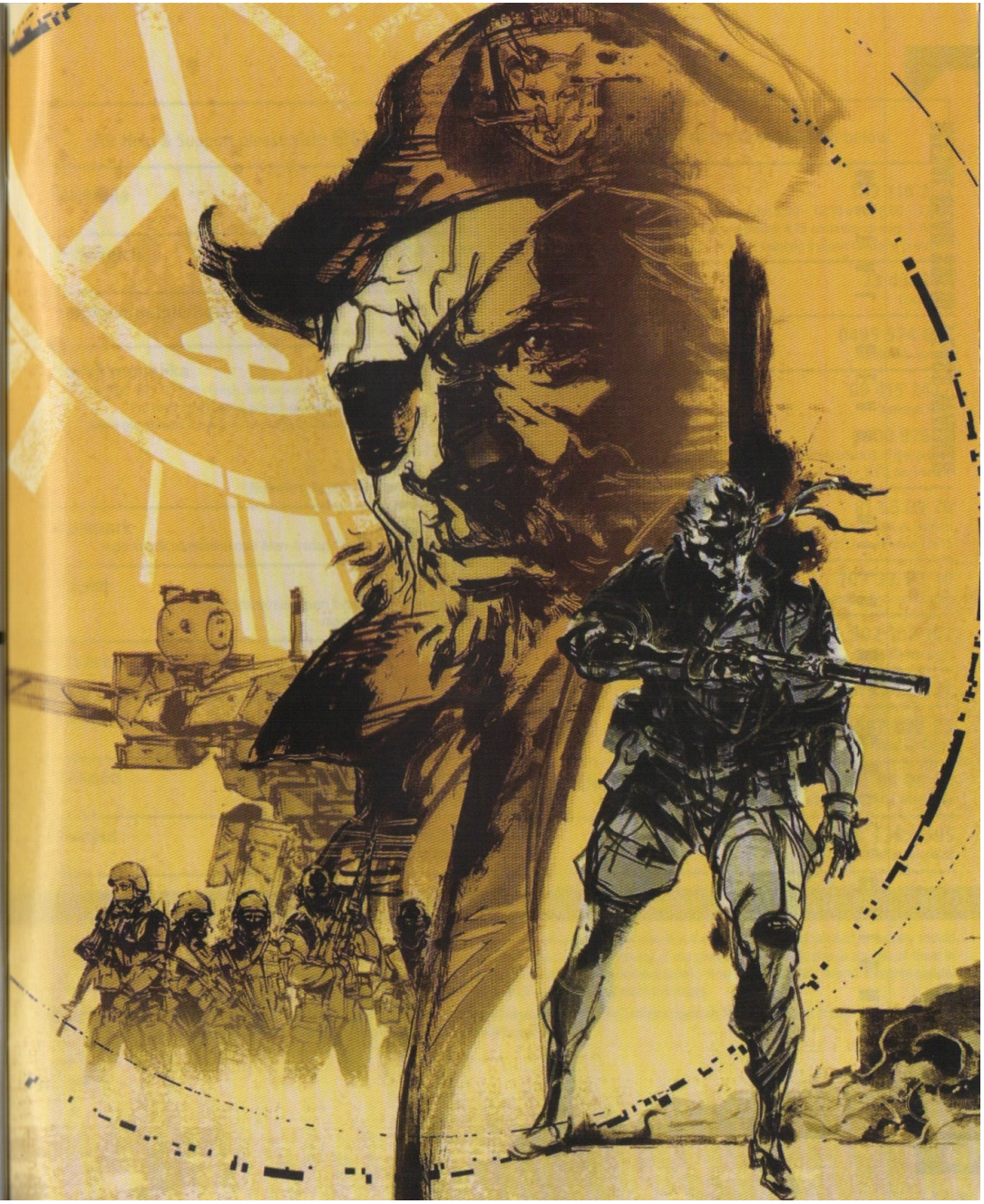
Transfarring

SHARE THE SAME SAVED DATA ON THE PSP® AND PS3™

Connect the PlayStation®Portable and PlayStation®3 with a USB cable* and select "TRANSFARRING" from the PS3™ system's title menu.

TRANSFARRING IN: Import data from the PSP® to the PS3™
TRANSFARRING OUT: Export data from the PS3™ to the PSP®

*USB cable sold separately. The cable must be for connecting between a Standard-A plug and a Mini-B plug.



NOTES

For Help & Support please visit: **eu.playstation.com** or refer to the telephone list below.

Australia	**1300 365 911** Calls charged at local rate
Österreich	**0820 44 45 40** 0,116 Euro/Minute
Belgique/België/Belgien	**011 516 406** Tarif appel local/Lokale kosten
Česká republika	**222 864 111** Po – Pa 9:00 – 17:00 Sony Czech. Tarifováno dle platných telefonních sazeb. Pro další informace a případnou další pomoc kontaktujte prosím www.playstation.sony.cz nebo volejte telefonní číslo +420 222 864 111 **283 871 637** Po – Pa 10:00 – 18:00 Help Line Tarifováno dle platných telefonních sazeb
Danmark	**70 12 70 13** support@dk.playstation.com Man–fredag 18–21; Lør–søndag 18–21
Suomi	**0600 411 911** 0.79 Euro/min + pvm fi-hotline@nordiskfilm.com maanantai – perjantai 15–21
France	**0820 31 32 33** prix d'un appel local – ouvert du lundi au samedi
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Malta	**23 436300** Local rate
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Norge	**81 55 09 70** 0.55 NOK i startavgift og deretter 0.39 NOK pr. Minutt support@no.playstation.com Man–fredag 15–21; Lør–søndag 12–15
Portugal	**707 23 23 10** Serviço de Atendimento ao Consumidor/Serviço Técnico
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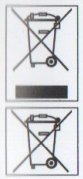
UK	**0844 736 0595** Calls may be recorded for training purposes

If your local telephone number is not shown, please visit **eu.playstation.com** for contact details.



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